Web Design For Babies 2 0 Geeked Out Lift The Flap

Recognizing the habit ways to acquire this book **web design for babies 2 0 geeked out lift the flap** is additionally useful. You have remained in right site to begin getting this info. acquire the web design for babies 2 0 geeked out lift the flap connect that we pay for here and check out the link.

You could purchase guide web design for babies 2 0 geeked out lift the flap or acquire it as soon as feasible. You could quickly download this web design for babies 2 0 geeked out lift the flap after getting deal. So, like you require the ebook swiftly, you can straight get it. Its so entirely simple and suitably fats, isnt it? You have to favor to in this announce

Geospatial Technologies and Geography Education in a Changing World Osvaldo Muñiz Solari 2015-08-31 This book is an initiative presented by the Commission on Geographical Education of the International Geographical Union. It focuses particularly on what has been learned from geospatial projects and research from the past decades of implementing geospatial technologies (GST) in formal and informal education. The objective of this publication is to inform an international audience of teachers, professionals, scholars, and policymakers about the state of the art and prospects of geospatial practices (GPs) as organized activities that use GST and lessons learned in relation to geographical education. GST make up an advanced body of knowledge developed by practitioners of geographic information systems (GIS), remote sensing (RS), global positioning systems, (GPS), and digital cartography (DC). GST have long been applied in many different sectors; however, their first use in higher education began in the early 1980s and then diffused to secondary schools during the 1990s. Starting with GIS and RS, it evolved into a much broader context, as GST expanded to include GPS and DC with new communication technologies and Internet applications. GST have been used around the world as a combination of tools and special techniques to make research, teaching, and learning more effective.

Web Design Tools and Techniques Peter Kentie 2002 Discusses current and evolving HTML standards; how to use HTML to format and display tables and images; choosing JPEG versus GIF graphics; and platform, bandwidth, and operating system concerns.

Social Media in Higher Education Monica Patrut 2013-01-01 "This book provides research on the pedagogical challenges faced in recent years to improve the understanding of social media in the educational systems"--Provided by publisher.

Composition Book Composition Books Witty Logic 2019-07-12 This distressed design features a 3D version of Tux the official Linux logo created by lewing@isc.tamu.edu Larry Ewing and The GIMP. This is a great novelty book for students, network and system administrators, IT professionals, hackers, programmers, developers, nerds, geeks, techies, engineers, teachers, professors, girls, & boys. This cool design is the perfect gift for a nerdy geeky friend or family member that loves computers, open source software, Linux distros, PuTTY, Ubuntu, Debian, SUSE, Mint, Kali, CentOS, or Arch. Click "Nerdy Books by Witty Logic" for more. Use this notebook as a journal, diary, or logbook. It's excellent for writing, planning, tracking, ideas, notes, lists, passwords, contacts, work, school, hobbies, and traveling. Product details: 7.44 x 9.69 Paperback 50 Sheets/100 Pages Wide Ruled Lined Paper Glossy Cover

Popular Science 2008-03 Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Hanging Out, Messing Around, and Geeking Out, Tenth Anniversary Edition Mizuko Ito 2019-10-01 The tenth-anniversary edition of a foundational text in digital media and learning, examining new media practices that range from podcasting to online romantic breakups. Hanging Out, Messing Around, and Geeking Out, first published in 2009, has become a foundational text in the field of digital media and learning. Reporting on an ambitious three-year ethnographic investigation into how young people live and learn with new media in varied settings—at home, in after-school programs, and in online spaces—it presents a flexible and useful framework for understanding the ways that young people engage with and through online platforms: hanging out, messing around, and geeking out, otherwise known as HOMAGO. Integrating twenty-three case studies—which include Harry Potter podcasting, video-game playing, music sharing, and online romantic breakups—in a unique collaborative authorship style, Hanging Out, Messing Around, and Geeking Out combines in-depth descriptions of specific group dynamics with conceptual analysis. Since its original publication, digital learning labs in libraries and museums around the country have been designed around the HOMAGO mode and educators have created HOMAGO guidebooks and toolkits. This tenth-anniversary edition features a new introduction by Mizuko Ito and Heather Horst that discusses how digital youth culture evolved in the intervening decade, and looks at how HOMAGO has been put into practice. This book was written as a collaborative effort by members of the Digital Youth Project, a three-year research effort funded by the John D. and Catherine T. MacArthur Foundation and conducted at the University of California, Berkeley, and the University of Southern California.

Design News 2004

The British National Bibliography Arthur James Wells 2009

Electronics for Kids Oyvind Nydal Dahl 2016-07-15 Why do the lights in a house

turn on when you flip a switch? How does a remote-controlled car move? And what makes lights on TVs and microwaves blink? The technology around you may seem like magic, but most of it wouldn't run without electricity. Electronics for Kids demystifies electricity with a collection of awesome hands-on projects. In Part 1, you'll learn how current, voltage, and circuits work by making a battery out of a lemon, turning a metal bolt into an electromagnet, and transforming a paper cup and some magnets into a spinning motor. In Part 2, you'll make even more cool stuff as you: —Solder a blinking LED circuit with resistors, capacitors, and relays —Turn a circuit into a touch sensor using your finger as a resistor —Build an alarm clock triggered by the sunrise —Create a musical instrument that makes sci-fi soundsThen, in Part 3, you'll learn about digital electronics—things like logic gates and memory circuits—as you make a secret code checker and an electronic coin flipper. Finally, you'll use everything you've learned to make the LED Reaction Game—test your reaction time as you try to catch a blinking light!With its clear explanations and assortment of hands-on projects, Electronics for Kids will have you building your own circuits in no time.

Redefining Geek Cassidy Puckett 2022-04-19 A surprising and deeply researched look at how everyone can develop tech fluency by focusing on five easily developed learning habits. Picture a typical computer geek. Likely white, male, and someone you'd say has a "natural instinct" for technology. Yet, after six years teaching technology classes to first-generation, low-income middle school students in Oakland, California, Cassidy Puckett has seen firsthand that being good with technology is not something people are born with—it's something they learn. In Redefining Geek, she overturns the stereotypes around the digitally savvy and identifies the habits that can help everyone cultivate their inner geek. Drawing on observations and interviews with a diverse group of students around the country, Puckett zeroes in on five technology learning habits that enable tech-savvy teens to learn new technologies: a willingness to try and fail, management of frustration and boredom, use of models, and the abilities to use design logic and identify efficiencies. In Redefining Geek, she shows how to measure and build these habits, and she demonstrates how many teens historically marginalized in STEM are already using these habits and would benefit from recognition for their talent, access to further learning opportunities, and support in career pathways. She argues that if we can develop, recognize, and reward these technological learning habits in all kids—especially girls and historically marginalized racial and ethnic groups—we can address many educational inequities and disparities in STEM. Revealing how being good with technology is not about natural ability but habit and persistence, Redefining Geek speaks to the ongoing conversation on equity in technology education and argues for a more inclusive technology learning experience for all students.

Just a Geek Wil Wheaton 2004-06-22 The actor covers his life after leaving the television series "Star Trek: the Next Generation," describing the pitfalls associated with being a former child star and his decision to launch his weblog in 2001.

Popular a Memoir Maya Van Wagenen 2014 Documents a high school student's year-long attempt to change her social status from that of a misfit to a member of the "in" crowd by following advice in a 1950s popularity guide, an experiment that triggered embarrassment, humor and unexpected surprises. A first book.

Educational Technology Use and Design for Improved Learning Opportunities Khosrow-Pour, Mehdi 2014-05-31 The rise of technology within educational settings has allowed for a substantial shift in the way in which educators teach learners of all ages. In order to implement these new learning tools, school administrators and teachers alike must seek new research outlining the latest innovations in the field. Educational Technology Use and Design for Improved Learning Opportunities presents broad coverage of topics pertaining to the development and use of technology both in and out of the classroom. Including research on technology integration in K-12, higher education, and adult learning, this publication is ideal for use by school administrators, academicians, and upper-level students seeking the most up-to-date tools and methodologies surrounding educational technology.

Geek Doctor John D. Halamka 2014-02-07 In his highly regarded blog, Life as a Healthcare CIO, John Halamka records his experiences with health IT leadership, infrastructure, applications, policies, management, governance, and standardization of data. But he also muses on topics such as reducing our carbon footprint, sustainable farming, mountain climbing, being a husband, father and son

Forthcoming Books Rose Arny 2004

Human Interface and the Management of Information. Information and Knowledge Design and Evaluation Sakae Yamamoto 2014-06-07 The two-volume set LNCS 8521 and 8522 constitutes the refereed proceedings of the Human Interface and the Management of Information thematic track, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Greece, in June 2014, jointly with 13 other thematically similar conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. This volume contains papers addressing the following major topics: visualization methods and techniques; multimodal interaction; knowledge management; information search and retrieval; supporting collaboration; design and evaluation methods and studies.

Salt, Fat, Acid, Heat Samin Nosrat 2017-04-25 Whether you've never picked up a knife or you're an accomplished chef, there are only four basic factors that determine how good your food will taste. Salt, Fat, Acid, and Heat are the four cardinal directions of cooking, and they will guide you as you choose which

ingredients to use and how to cook them, and they will tell you why last minute adjustments will ensure that food tastes exactly as it should. This book will change the way you think about cooking and eating, and help you find your bearings in any kitchen, with any ingredients, while cooking any meal. --

Hanging Out, Messing Around, and Geeking Out Mizuko Ito 2009-10-30 An examination of young people's everyday new media practices—including video-game playing, text-messaging, digital media production, and social media use. Conventional wisdom about young people's use of digital technology often equates generational identity with technology identity: today's teens seem constantly plugged in to video games, social networking sites, and text messaging. Yet there is little actual research that investigates the intricate dynamics of youths' social and recreational use of digital media. Hanging Out, Messing Around, and Geeking Out fills this gap, reporting on an ambitious three-year ethnographic investigation into how young people are living and learning with new media in varied settings—at home, in after-school programs, and in online spaces. Integrating twenty-three case studies—which include Harry Potter podcasting, video-game playing, music sharing, and online romantic breakups—in a unique collaborative authorship style, Hanging Out, Messing Around, and Geeking Out is distinctive for its combination of in-depth description of specific group dynamics with conceptual analysis.

Los Angeles Magazine 2000-09 Los Angeles magazine is a regional magazine of national stature. Our combination of award-winning feature writing, investigative reporting, service journalism, and design covers the people, lifestyle, culture, entertainment, fashion, art and architecture, and news that define Southern California. Started in the spring of 1961, Los Angeles magazine has been addressing the needs and interests of our region for 48 years. The magazine continues to be the definitive resource for an affluent population that is intensely interested in a lifestyle that is uniquely Southern Californian.

Chicago Tribune Index 2006

American Book Publishing Record Cumulative 1998 R R Bowker Publishing 1999-03

Geek Parenting Stephen H. Segal 2016-04-05 It takes a starship to raise a child. Or a time machine. Or a tribe of elves. Fortunately, Geek Parenting offers all that and more, with thoughtful mini-essays that reveal profound child-rearing advice (and mistakes) from the most beloved tales of geek culture. Nerds and norms alike can take counsel from some of the most iconic parent–child pairings found in pop culture: Aunt May and Peter Parker, Benjamin and Jake Sisko, Elrond and Arwen, even Cersei and Joffrey. Whether you're raising an Amazon princess, a Jedi Padawan, a brooding vampire, or a standard-issue human child, Geek Parenting helps you navigate the ion storms, alternate realities, and endless fetch quests that come with being a parent. Includes parenting experts from across time and space, such as: Luke and Vader Korra and Tenzin Wednesday and Morticia Addams Frodo and Bilbo Rose and Jackie Tyler Carl

and Michonne Thor, Loki, and Odin Starbuck, Apollo and Adama Stewie and Lois Sarah Manning and Mrs. S. T'Challa and T'Chaka Spock, Sarek, and Amanda Claudia and Lestat San and Moro Perseus and Zeus Dorothy and Auntie Em Bruce Wayne and Alfred Buffy and Giles Meg Murry and Aunt Beast Orpheus and Morpheus Paul Atreides and Lady Jessica Kal-El and Jor-El Chakotay and Kolopak Scott and Dr. Evil Diana and Hippolyta Alexander and Worf

The Social Semantic Web John G Breslin 2009-10-03 The Social Web (including services such as MySpace, Flickr, last.fm, and WordPress) has captured the attention of millions of users as well as billions of dollars in investment and acquisition. Social websites, evolving around the connections between people and their objects of interest, are encountering boundaries in the areas of information integration, dissemination, reuse, portability, searchability, automation and demanding tasks like querying. The Semantic Web is an ideal platform for interlinking and performing operations on diverse person- and object-related data available from the Social Web, and has produced a variety of approaches to overcome the boundaries being experienced in Social Web application areas. After a short overview of both the Social Web and the Semantic Web, Breslin et al. describe some popular social media and social networking applications, list their strengths and limitations, and describe some applications of Semantic Web technology to address their current shortcomings by enhancing them with semantics. Across these social websites, they demonstrate a twofold approach for interconnecting the islands that are social websites with semantic technologies, and for powering semantic applications with rich community-created content. They conclude with observations on how the application of Semantic Web technologies to the Social Web is leading towards the "Social Semantic Web" (sometimes also called "Web 3.0"), forming a network of interlinked and semantically-rich content and knowledge. The book is intended for computer science professionals, researchers, and graduates interested in understanding the technologies and research issues involved in applying Semantic Web technologies to social software. Practitioners and developers interested in applications such as blogs, social networks or wikis will also learn about methods for increasing the levels of automation in these forms of Web communication.

The Little Black Book of Design Adam Judge 2011-12-14 Across the realms of multimedia production, information design, web development, and usability, certain truisms are apparent. Like an Art of War for design, this slim volume contains guidance, inspiration, and reassurance for all those who labor with the user in mind. If you work on the web, in print, or in film or video, this book can help. If you know someone working on the creative arena, this makes a great gift. Funny, too.

My Little Geek Andrew Spear 2011 An alphabet book all about geekdom. On board pages. Suggested level: junior.

Adam-2 Alastair Chisholm 2021-08-05 With incredible twists and turns and an action-packed story, this is a thrilling, unputdownable adventure. The robot

Adam-2 has been locked in the basement of a lost building for over two hundred years - until one day he is discovered by two children, and emerges into a world ruined by a civil war between humans and advanced intelligence. Hunted by both sides, Adam discovers that he holds the key to the war, and the power to end it - to destroy one side and save the other. But which side is right? Surrounded by enemies who want to use him, and allies who mistrust him, Adam must decide who - and what - he really is. From the author of the highly-acclaimed Orion Lost, Adam-2 is an exciting and hugely gripping science fiction thriller - perfect for fans of Eoin Colfer, Anthony Horowitz, and Philip Reeve.

Model Misfit (Geek Girl, Book 2) Holly Smale 2013-09-26 "My name is Harriet Manners, and I am still a geek." MODEL MISFIT is the sequel to award-winning No. 1 UK debut GEEK GIRL.

Geek Sublime Vikram Chandra 2014-09-02 The nonfiction debut from the author of the international bestseller Sacred Games about the surprising overlap between writing and computer coding Vikram Chandra has been a computer programmer for almost as long as he has been a novelist. In this extraordinary new book, his first work of nonfiction, he searches for the connections between the worlds of art and technology. Coders are obsessed with elegance and style, just as writers are, but do the words mean the same thing to both? Can we ascribe beauty to the craft of writing code? Exploring such varied topics as logic gates and literary modernism, the machismo of tech geeks, the omnipresence of an "Indian Mafia" in Silicon Valley, and the writings of the eleventh-century Kashmiri thinker Abhinavagupta, Geek Sublime is both an idiosyncratic history of coding and a fascinating meditation on the writer's art. Part literary essay, part technology story, and part memoir, it is an engrossing, original, and heady book of sweeping ideas.

Education Systems in Historical, Cultural, and Sociological Perspectives Daniel Tröhler 2012-03-26 For nearly half a century, research on education systems has been increasingly popular. However, this popularity was long restricted primarily to internationally linked policy makers and education planners, often backed up by international organizations such the OECD but also by governmental or para-governmental organizations within the individual countries. These institutional affiliations provided education research with a specific character that often centres on notions such as excellence, efficiency, or standards. The specific comparative character of this policy-driven research agenda triggered the development of suitable research techniques such as comparative statistics and pertinent sub-disciplines such as cognitive psychology. Backed-up by powerful global institutions, this agenda purported to be rather unique, and it tended to ignore the cultural complexity of the educational field and those research approaches that address this complexity. This volume includes different historical, cultural, and sociological approaches to the education systems and to questions as to how research on education systems can be undertaken beyond the parameters of the existing research agenda. They demonstrate how pertinent problems of research on education systems can only be tackled taking an international and

interdisciplinary approach with regard to both research questions and methods concerning education systems.

Web Design for Babies 2. 0 John C. Vanden-Heuvel 2012-11-23 In this one-of-a-kind book, HTML, CSS, and JavaScript come to life to introduce basic code concepts to young children. With lift-the-flaps, bright colors, imaginative characters, and beautiful illustrations, children will be able to explore the interactive world of web design. Perfect for both the fun gift giver and the serious coder who wants to give their child or relative an early start on code concepts, it makes otherwise intimidating web design friendly and accessible through the story of three school friends who work together to become code superheroes.

Supporting the Design of Technology-Mediated Sharing Practices Anton Fedosov 2020-08-01 Online social networks have made sharing personal experiences with others a common activity. Furthermore, modern mobile apps, cloud services, and wearable technologies expanded the scope of shared content on the internet from personal media to individual preferences and activities to information about real-world things. This book explores these practices within two emergent sharing contexts: personal activity tracking and "sharing economy" services. It should be of interest not only to interaction design researchers who are critically examining technology-mediated sharing practices through fieldwork studies and design practitioners who are building and evaluating sharing economy platforms, but also to readers who are curious to explore the diversity of sharing practices in our everyday lives.

CompTIA Security+ Certification Study Guide Ido Dubrawsky 2009-08-17 CompTIA Security+ Certification Study Guide: Exam SYO-201, Third Edition, offers a practical guide for those interested in pursuing CompTIA Security+ certification. The book is organized into six parts. Part 1 deals with general security issues including security threats; hardware and peripheral security risks; the fundamentals of operating system (OS) hardening; implementing system security applications; and concepts of virtualization. Part 2 discusses the fundamentals of network security. Part 3 focuses on network access and network authentication. Part 4 explains the importance of risk assessments and risk mitigation, and how to conduct them. Part 5 reviews general cryptographic concepts and addresses the complex issues involved in planning a certificate-based public key infrastructure (PKI). Part 6 on organizational security discusses redundancy planning; environmental controls; implementing disaster recovery and incident response procedures; and the policies, procedures, and documentation upon which organizational computer security is based. Each chapter begins with Exam Objectives and concludes with Self-Test questions along with their corresponding answers. *Complete exam-prep package includes full coverage of new Security+ objectives, flash cards, cram sheets, MP3s for exam-day study, PPT presentations, two complete practice exams, and certification e-book library *Authored by a leading Microsoft security expert *A good reference for both beginning security professionals and seasoned IT professionals

Hide and Geek T. P. Jagger 2022-01-04 A puzzlemaker's last clue. A friendship's last chance. The GEEKs: Gina, Edgar, Elena, and Kevin have been best friends for as long as they can remember. So when their arch-nemesis points out that their initials make them literally GEEKs, they decide to go with it. The problem: The GEEKs' hometown of Elmwood was once the headquarters of the famous toymaker Maxine Van Houten. Her popular puzzle sphere, the Bamboozler, put the town on the map. But Maxine passed away long ago. Now the toy factory is shutting down, and Elena's mom and Kevin's dad are losing their jobs. They might have to move—and that would mean splitting up the GEEKs! The quest: Maxine left one final puzzle, a treasure hunt that could save the town and keep the friends together. But only those who know and love Elmwood best will be able to solve it. GEEKs to the rescue!

Creating a Web Site Greg Rickaby 2017-04-10 Creating a Web Site is the kids' guide to learning basic website design! From planning to perfecting, this book walks you through the entire process of building your own website, with easy-to-read instructions and plenty of pictures every step of the way. Good planning saves you a ton of work, so you'll begin by getting your ideas out of your head and onto paper. Next, you'll find a template that already has the basic features you want, so you can start working on the fun stuff right away. You'll learn all the HTML and CSS you need to make your site look and act the way you want it to, and you'll learn how to add video, images, widgets, and more to make the design your very own! Before you know it, you'll have your own custom-built website showcasing your talents and interests for the world.

Geek Dad Ken Denmead 2010-05-04 The ultimate DIY project guide for techie dads raising kids in their own geeky image, in the spirit of The Dangerous Book for Boys Today's generation of dads grew up more tech-savvy than ever. Rather than joining the Little League team, many grew up playing computer games, Dungeons and Dragons, and watching Star Wars. Now with kids of their own, these digital-age dads are looking for fresh ways to share their love of science and technology, and help their kids develop a passion for learning and discovery. Enter supergeek, and father of two, Ken Denmead. An engineer and editor of the incredibly popular GeekDad blog on wired.com, Ken has created the ultimate, idea-packed guide guaranteed to help dads and kids alike enjoy the magic of playtime together and tap into the infinite possibility of their imagination. With illustrations throughout, this book offers projects for all ages to suit any timeframe or budget. With Denmead's expert guidance, you and your child can: •Fly a night-time kite ablaze with lights or launch a video camera with balloons •Construct the "Best Slip n' Slide Ever," a guaranteed thrill ride •Build a working lamp with LEGO bricks and CDs •Create a customized comic strip or your own board game •Transform any room into a spaceship •Make geeky crafts like cyborg jack-o'-lanterns or Ethernet cuff links Brimming with endlessly fun and futuristic tidbits on everything from gaming to gadgets, GeekDad helps every tech-savvy father unleash his inner kid-and bond with the next generation of brainiacs. Watch a Video

Technological Tools for the Literacy Classroom Jeff Whittingham 2013-04-30

"This book combines practical and effective classroom practices with the latest technological research findings utilized in literacy instruction"--Provided by publisher.

How To Make it in the Music Business Siân Pattenden 2012-05-31 Thousands of people want to break into the exciting, glamorous and hard-working music industry, but don't know how to go about it. How to Make it in the Music Business is a genuine insider's guide for anybody who wants to become a rock star, journalist, publicist, band manager, DJ, A&R person, songwriter or even a digital whiz kid. Fully updated with new information on the impact of new technology and digital music, this indispensable guide is a must for all budding music biz types.

Learning Web Design Jennifer Robbins 2018-05-11 Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Web Design for Kids John C. Vanden-Heuvel Sr 2016-05-03 The perfect introduction to basic coding concepts for children! In this one-of-a-kind book, basic coding concepts are introduced in a fun, easy-to-understand format. Kids will meet HTML, CSS, and JavaScript, three "characters" who each play an important role in making a web page. Flaps introduce a concept on the outside and have the definition underneath. This engaging narrative structure along with lift-the-flaps and vibrant illustrations are perfect for helping kids understand web design.

Geek Love Katherine Dunn 2011-05-25 National Book Award finalist Here is the unforgettable story of the Binewskis, a circus-geek family whose matriarch and patriarch have bred their own exhibit of human oddities (with the help of amphetamine, arsenic, and radioisotopes). Their offspring include Arturo the Aquaboy, who has flippers for limbs and a megalomaniac ambition worthy of Genghis Khan . . . Iphy and Elly, the lissome Siamese twins . . . albino

hunchback Oly, and the outwardly normal Chick, whose mysterious gifts make him the family's most precious—and dangerous—asset. As the Binewskis take their act across the backwaters of the U.S., inspiring fanatical devotion and murderous revulsion; as its members conduct their own Machiavellian version of sibling rivalry, Geek Love throws its sulfurous light on our notions of the freakish and the normal, the beautiful and the ugly, the holy and the obscene. Family values will never be the same.